

HYDROPHOBIA

DIPLOMANIA Supplement -- NFFF Games Bureau & IFW Diplomacy Divisions -- Issue #12
Editor and Publisher: Don Miller - - - - - 31 January 1970
Postal Diplomacy Subzines & Variant Games therein: Curiouser & Curiouser....

DIPSOMANIA #33	HYSTERIA #9	BARAD-DUR #53
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SCHIZOPHRENIA #10	GAA(1967Er)(S11)(pg 3)	CHAOS #9
DDD(1966Jl)(A/W11)(pg 3,4)	FANTASIA #34	SBB(1967Xav)(W08)(pg 7)
SUPERCALIFRAG'OUS #33	FMH(1969Ice)(L/Q02)(pg 5,6)	ASTRA #11
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SEE(1967Aay)(A/W06)(pg 4)		

The Players -- Con's: Rick Brooks, R.R. #1, Box 167, Fremont, Ind., 46737.
Brenton Ver Ploeg, P.O. Box 273, Vail, Colo., 81657 (303-476-5951).

Replacement Players -- DBB: None; DDD: Naus; DFE: None; FIE: Naus; FMH: Lewis Pulsipher; FOH: St.Cyr; GAA: St.Cyr; SAA: None; SBB: Naus; SCC: Pulsipher; SEE: St.Cyr. Moves needed nextish from: Pulsipher (FMH: MORDOR), St.Cyr (FOH: GONDOR; SEE: SER/SPA), anyone (DBB: TUR; SAA: OTTOMAN EMPIRE). More stand-by R.P.'s urgently needed for all games in HYDROPHOBIA, as well as for games in LETHE (esp. GCC, GDC), DIPLOPHOBIA, AUX ARMES!. Rules for Stand-By R.P.'s in DIPLOMANIA #26 H.R.'s. No fee if already getting 'zine containing game (except for AUX ARMES!, which has a fee of \$1) (AUX ARMES! R.P.'s needed for both off- and on-board nations).

The Gamesmaster -- For all games, Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (ph. 301-933-5417; call only on Mon. or Thurs, between 9 and 10 p.m. EST).

The House-Rules -- As published in DIPLOMANIA #26. These are mandatory.

New Games -- In HYDROPHOBIA, there are openings only in Variant game FNI (Scotice Scripti -- Rules and map in DIPLOMANIA #28, slightly revised from those which originally appeared in LOMCKOME). In LETHE, there are no current openings. In DIPLOPHOBIA, there are openings only in Regular game QEC; when this is filled, no more Regular games will be offered for some time to come. Game-fees for QEC and FNI are \$5 each (with a \$1 discount to Games Bureau Regular members, another \$1 discount to current players in 'zines in which game is being offered, and a 50¢ discount to IFW members). There are also openings in Paratime I (see DIPLOMANIA #27 for rules and details), and in AUX ARMES! there are openings for "Off-Board" positions, Replacement Players (JAPAN, NORWAY, and possibly ITALY available), and Revolutionaries, in the awesomely-complex game of Hypereconomic Diplomacy (DMK) (fee, \$1, with no discounts). All fees are payable at time of application. Other Variant games will be opened later. And there are plenty of spots on Stand-By Replacement Player rosters open in HYDROPHOBIA, LETHE, and DIPLOPHOBIA (see above, under "Replacement Players", for details).

Miscellaneous -- Tri-weekly publication of HYDROPHOBIA resumes with publication of issue #13. Thanks for your patience. ##### AUX ARMES! #7 and DIPLOMANIA #27 were mailed out in Dec. (the latter with, among other things, the "Rule Changes" Symposium and Paratime I Rules). DIPLOMANIA #28 (with Diplobourse Symposium, Scotice Scripti Rules, etc.) was mailed out one to two weeks ago. DIPLOMANIA #29, THE GAMESLETTER #20, and THE GAMESMAN #5 out during February. Coming up (let's hear from you): Symposia on "Use and Mis-use of Propaganda/Press Releases", "Missed Moves, Stand-Bys, and Replacement Players", and "Brannan's Rule, Convoys, and Multi-Coastal Provinces". ##### Openings in QDC Diplobourse until Feb. 17 (free if you are player, subber, or trader for DIPLOPHOBIA). See THE EXCHANGE #5 and DIPLOPHOBIA #58 for full details.

-- DLM

DIPLOMANIA

Issue Number 33 ----- Postal Diplomacy Game DBB - - - - - THIS is war???

DBB (Economic Diplomacy I) -- ANARCHY IN TURKEY AS SULTAN LOCKS HIMSELF IN WITH HAREM, REFUSES TO COME OUT!

The Players -- Anyone interested in taking over TURKEY in case Frank Clark misses again, pls. send SUMMER retreats NLT February 24. (No Stand-By on roster.)

SPRING, 1912 moves --

ENG (St.Cyr) -- A Lvp (H) (0); F Lon (H) (D (Wal, o.b.)) (2); F Spa(NG) (S) RUS F Bre-Gas (3).

FRA (Linden) -- A Par (H) (A) (2); A Mar (H) (2); A Gas (S) A Par (3).

ITA (Boskey) -- F Lyo-Tyn (1); F WMe (S) F Lyo-Tyn (1); F Tun-Ion (2); F Adr (S) F Tun-Ion (2); A Tyo-Tri (2); A Ven (S) A Tyo-Tri (2).

RUS (Kuch) -- A Lvn-StP (1); F Sev-Arm (1); A Sil-War (1); A Ber (H) (0); A Mun (H) (0); F Nwg (H) (0); A Pie-Mar (2); A Bur (S) A Pic-Par (2); A Pic-Par (2); F Bre-Gas (2); F Por-Spa(SC) (2); F EnC (S) F NtS-Lon (2); F NtS-Lon (2); F Edi-Yor (1).

TUR (F.Clark?) -- A Mos (U) (0); A Ank (U) (0); A Bul (U) (0); A Bud (U) (0); A Vie (U) (0); F Smy (U) (0); F Con (U) (0); F Nap (U) (0); F Ion (U) (D (Aeg, Gre, EMe, Apu, Alb, o.b.)) (2); F Tri (U) (D (Alb, o.b.)) (2); F Rom (U) (0).

Financial Situation at end of SPRING, 1912 --

Country	ENG	FRA	ITA	RUS	TUR
O.H. at start of S'12	7242 pd	7240 fr	7867 li	7347 ro	7408 pi
Unopposed moves	-	-	-1	-4	-
Unused supports	-1	-1	-1	-	-
Battle costs	-4	-6	-8	-14	-4
O.H. at end of S'12	7237 pd	7234 fr	7857 li	7329 ro	7404 pi

Propaganda --

Berlin (Capital of All the Russias) -- The accession of Il Signor Boschi to the Italian throne boosted the spirits of the Russians when it was announced. "We pledge to restore the Italians to Rome!" declared the Tsar. "Evils to the English! Troubles to the Turks! And **** the French!" he continued, in a fit of high spirits.

Deadline for SUM'12 retreats (ENG: F Lon; TUR: F Ion, F Tri) and F'12 moves -- Noon, Tues., Feb. 24. (If a replacement should be used for Frank Clark, only SUM retreats will be printed, FALL moves being held to next issue to give players a chance to conduct diplomacy with new player; however, should Frank remain in game, or should a replacement not be found, both SUM and FALL moves will be used.)

H Y S T E R I A

Issue Number 9 ----- Postal Diplomacy Games FIE, GAA - - - - - Hoot-toot!!!

FIE (Game of the Clans) -- HEAVY FIGHTING ALL OVER SCOTLAND AS ENGLISH PRESS OFFENSIVE IN DRIVE TOWARDS VICTORY!

SPRING, 1501 moves (Province numbers used instead of names to save space) --

FRASERS (Gemignani) -- A27-31; A32 (S) A27-31; A15-30; A24 (S) A23; A23 (S) KEI A35; A39 (S) KEI A35; A26-25.

KEITHS (Schelz) -- A3-2 (A); A5 (S) A3-2; A35 (S) FRA A39-37 (FRA A39 NSO).

MCLEODS (St.Cyr) -- A6-10; A7-6; A9 (S) A6-10.

STEWARTS (Brooks) -- A57-n(via BB); A58-57; A47 (S) A58-57; A87 (S) A84; A84 (S) A77; A77 (S) A84 (A77 D (82, 81, o.b.)); A78 (S) A67; A79-80; A66-79; A64 (S) A65; A51 (S) A40; A50 (S) A40; A42 (S) A43; A43 (S) A45-44; A86 (H); A45-44 (A); A67 (H); A65 (H); A53 (H); A52 (H); A40 (H); A48 (H); A56 (H); A59 (H). (BB w/A86)

ENGLISH (Mebane) -- A89 (B) BB; A88 (S) A85-84; A85-84; A74-76; A75-77; A73 (S) A68; A69 (S) A68; A68 (S) A75-77; A60 (H); A4-5; A14-15; A31 (S) A14-15 (A31 (A)); A44 (S) Fo-45 (& scuttles BB); A18-22; A22-35; A36 (S) A22-35; A/BBf-86; A/BBn-43; Fgg-bb; Fee-64; Fdd-40; Fcc-38; Faa-cc; F37 (S) Fcc-38; F20 (H); Fy (S) FL7; F2-3;

DDD (Continued) --

("actions speak louder than words", M.G.) on the board I have been your only faithful friend in this game; but I warn you, I will not tolerate any more abuse.

Deadline for SPRING, 1912 moves -- Noon, Tues., Feb. 24.

S U P E R C A L I F R A G I L I S T I C E X P I A L I D O C I O U S

Issue Number 33 ----- Postal Diplomacy Games SAA, SEE ----- Ochlocracy!!

SAA (Game of Anarchy I) -- LITTLE CHANGE IN MILITARY SITUATION AS TURKEY SHOWS SLIGHT GAIN, RUSSIA SLIPS STILL FURTHER BACK!

The Players -- Anyone interested in taking over THE OTTOMAN EMPIRE in case Dick Reiter misses again, pls. send WINTER builds by Feb. 24. (No Stand-By on Rstr.)

SUMMER, 1911 retreats -- RUS (J. Johnson): A Ukr (R) War; TFR (Naus): A Kie (R) Ber.

FALL, 1911 moves --

BREST (Linden) -- A Mar-Bur; A Spa-Mar; F WMe-Spa(SC); F Tun-WMe.

ELECTORAL DISTRICT OF IDE (St.Cyr) -- F Kie-Bal; A Den-Kie; F Hol (S) A Den-Kie;

A Ruh-Mun; A Bre-Par; F Mid-Spa(SC); F NtS-EnC; A Nwy-StP; F Fin (S) A Nwy-StP;

F Bar-Nwg.

PARIS (Boskey) -- A Gas-Par.

PAPAL STATES (Kuch) -- A Vie-Bud; A Tri (S) A Vie-Bud; A Ven (S) A Tri; F Adr-Ion.

RUSSIA (J. Johnson) -- A War-Lvn; A Mos-StP; A Bud (S) TOE A Ser (A Bud D (Gal, o.b.)).

THE FOURTH REICH (Naus) -- A Ber (S) A Mun-Kie; A Mun-Kie.

THE OTTOMAN EMPIRE (Reiter?) -- A Rum (U); A Ukr (U); A Ser (U); F Alb (U); F Nap (U); F Ion (U); F Rom (U).

Supply Centers held at end of AUT'11 (retreat does not affect count) --

BRE -- Tun, Mar, Por, Spa (stands pat). (4)

EDI -- StP, Nwy, Swe, Bre, Bel, Hol, Den, Edi, Lvp, Lon (stands pat). (10)

PAP -- Tri, Vie, ~~WMe~~, Ven, Bud (stands pat). (4)

PAR -- Par (stands pat). (1)

RUS -- ~~Bud~~, Mos, War (remove one unit). (2)

TFR -- Ber, Kie, Mun (may build one unit; was 1 short last year). (3)

TOE -- Ank, Con, Smy, Bul, Gre, Rum, Ser, Sev, Rom, Nap (may build three units; was 2 short last year). (10)

Propaganda --

Rome -- By special Papal dispensation, Gamesmiller Don Master was permitted to rule that two units can occupy Budapest at the same time. The Papal forces got Buda, the Russians the Pest.

Deadline for AUT'11 retreat (RUS: A Bud) and W'11 builds/removals -- Noon, Tues., Feb. 24.

SEE (Game of Anarchy III) -- SERBIA/SPAIN ARMY LOST IN RUSSIAN BLIZZARD! AUSTRIAN ARMED MIGHT CONTINUES TO GROW!

The Players -- George Schelz (SER/SPA), are you still there?

AUTUMN, 1906 retreat -- SER/SPA (Schelz?): NMR; GM (E) Retreating A War.

WINTER, 1906 builds -- AUSTRIA (Alderson): (B) AAA Vie; (B) AAA Bud; (B) FFF Tri; BUL/LVP (Castora): (B) FF Edi; (B) F Lvp; NWY/VEN (Buchman): (B) A Kie; (B) AA Ber; SER/SPA: NMR; stands pat; TURKEY (Pournelle): (B) AAA Smy.

Positions at end of W'06 -- AUSTRIA -- AAA Sev, AAA War, AAA Gal, AAA Rum, AAA Bud, AAA Vie, AAA Ven, AAA Rom, AAA Nap, A Sil, A Pru, FFF Tri, FFF Apu (35 -- 1 short next yr.); BUL/LVP -- AFF Edi; AFF Lvp (6); DEN/MAR (Hill): FFF Tyn, FF Bel, F Naf, F Ska, A Spa, A Por (9); EDI/MOS (Schelz): None; OOG; FRANCE (Nurse): AAA Par, AAA Mar, AAA Lvn, A StP, FFF Bre (13 -- 2 short next yr.); LON/VIE (Kanner): A/F NtS, A/F Hel, F Den, A Hol (6); NAP/STP (Schelz): None; OOG; NWY/VEN: FFF Nwg, FF Yor, FF Ska, AF Kie, AAF Ber (12); SER/SPA: AA Mos (2 -- 1 short next yr.); TUN/WLR (McDaniel): FFF Ion (3); TURKEY: AAA Smy; FFF Bla, FFF EMe, FF Aeg, A Arm (12).

Deadline for SPRING, 1907 moves -- Noon, Tues., Feb. 24.

Issue Number 53 ----- Postal Diplomacy Game DFF ----- Ennead!!

DFF (Miller Nine-Man Diplomacy) -- MILITARY TAKE OVER IN IBERIA IN DESPARATE EFFORT TO SAVE THE PENINSULA FROM THE TURKS!

The Players -- Hal Naus is now playing IBERIA in place of Ron Bounds.

SUMMER, 1912 retreats -- IBE (Naus): A Bar (R) Mad; A Brt (R) Par.

FALL, 1912 moves --

A-H (Mebane) -- A Gre (H); A Ode (H); A Cau (H); A Pol-Pru; A Mos-Rig; A Ukr-Pol; A Gal (S) A Brl; A Brl (S) A Pol-Pru; A Mun (H); A Swi (S) A Mun; A Pie (S) A Swi; A Tyo (S) A Mun; A Boh (S) A Mun; A Ven (H); F Tus (H); F Rom (H); F Apu-Andr.
GER (St.Cyr) -- A Bur (S) A Ruh-Mun; A Ruh-Mun; A Brm (S) A Ruh-Mun; A Ber (S) A Ruh-Mun; F Den-NtS; A Pru-Brl (A); F NtS-Nwg; F Bot (S) F Rig; F StP(SC) (S) F Rig; F Rig (H).

IBE (Naus) -- A Mad-Bar; A Mar (S) A Mad-Bar; A Gas (S) A Mad-Bar; A Par (H); F Leo-Por.

TUR (Miller) -- A Tur-Per; A Arm (S) A Tur-Per; A Con (H); F Aeg-Ion; F Ion-Nap; F WMe-Mid; F Val (S) F Bar; F Bar (H); F Svl(WC) (S) F WMe-Mid; F Por (S) F WMe-Mid; F Mor (S) F WMe-Mid; F Lyo (S) F Bar.

UK (Schelz) -- F Arc (S) GER F StP(SC); F Trm (S) GER F StP(SC); A Brt (S) GER A Bur-Par (GER A Bur NSO); F Pic (S) A Brt; F Nat-Mid; F Enc (S) F Nat-Mid; F Iri (S) F Nat-Mid.

Supply Centers held at end of F'12 (no AUT retreats) --

A-H -- Mos, Ode, Pol, Svs, ~~X/X~~, Rom, Ven, Swi, Brl, Mun, Bud, Mon, Trs, Vie, Bul, Rum, Ser, Gre (stands pat). (17)

GER -- Fin, Rig, StP, Den, Sto, Ber, Brm, Kie, Bel, Hol (may build one unit; one was dest. F'12). (10)

IBE -- ~~X/X~~, Mad, ~~X/X~~, ~~X/X~~, Mar, Par (remove 2 units; only 5 on board). (3)

TUR -- Can, Con, Sin, Smy, ~~X/X~~, Per, Egy, Svl, Alg, Cor, Tun, Sar, Por, Nap, Bar (may build two units). (14)

UK -- Chr, Trd, Edi, Ire, Lvp, Lon, Ice, Brt (may build one unit). (8)

Propaganda --

Berlin -- London: Fear not! My fleets are destined for the Iberian battle.

Berlin -- Watch Munich fall, Austria, and regret your sins.

London -- The government was quite dismayed with the lack of communication between its allies.

Deadline for W'12 builds/removals -- Noon, Tues., Feb. 24.

F A N T A S I A

Issue Number 34 ----- Postal Diplomacy Games FMH, FOH ----- This is WAR???

FMH (Mordor-Versus-the-World IV, #1) -- NAZGUL SLAIN AS SAURON OVERSLEEPS, MISSING CRUCIAL BATTLE! ARNOR GAINS THREE!

The Players -- Lewis Pulsipher, pls. send HRIVE, GOIRE Moves for Dick Reiter (MORDOR), in case Dick misses again.

LAIRE, 3002 Retreat -- MORDOR (Reiter?) -- NMR; GM (E) Retreating Nazgul Crk.

QUELLE, 3002 moves --

ARNOR (Linden) -- Glorfindel Mis-Mor; Elrond Crk (H); Ferumbras Bra-Tha; Halabard Ere (S) Ferumbras Bra-Tha; Rorimac GrH (B) Boats; Bombadil Art (H).

GONDOR (Gemignani) -- SA Leb-Lam; SA Ano-Eas; DA Aragorn Mit-Ano; SA DoA-Cal; DU Tol-SoG.

MORDOR (Reiter?) -- SA Witch King Ang (U); SA Balrog Tha (U) (D (Dun, Min, Ene, ob)); SA Saruman Isg (U); SA Uruk-Hai WeR (U); SA Voice of Sauron Rau (U); SA Haradrim SoS w/BB (U); SA Corsairs of Umbar Hrw (U); SA Wargs Moria (U) (A); SA Easterlings Dag (U); SA Trolls Hen (U); TA Sauron Ith (U); DU Shagrat & Horde Bar (U); DU Gorlag & Horde Sha (U).

RHOVANION (Welsh) -- DA Gandalf Gla (S) ARNOR SA Glorfindel Mis-Mor; SA Dain Wil-SoW; DU Radagast Mir (H); SA Thorin Esg-Npr; SA Thrainduil (S) SA Thorin Esg-Nor.

FMH (Continued) --

ROHAN (St.Cyr) -- DA Fan Cel-Wol; SA Riders of the Mark Edo (S) DU Eowyn WEm; SA Eomer Fan (S) DA Fan Cel-Wol; DU Eowyn WEm (S) SA Riders of the Mark Edo.
NEUTRAL -- DA Galadriel Lor (H).

GM Note -- A couple of persons have complained that using the names makes the game very confusing. What do the rest of you think? Should we continue to use the names along with the unit-size and beginning and ending provinces, as above (vote "aye" if this is your choice), or should we do away with the names and simply record the moves as in other Diplomacy games (vote "nay" if this is your choice)? (If we don't hear from you we will assume you don't care either way.) ### The unit-sizes for the ARNOR units are, resp., SA, DA, SA, SA, SA, and DU.

Supply Centers held at end of HRIVE, 3002 (retreat does not affect count) --

ARN -- Amo, Iml, ThS, Ere, ~~Ang~~, GrH, Tha, Mor, Crk (may build three SA's). (8)
GON -- Ano, DoA, Leb, MiT, Tol (may build one SA; only 4 offensive units on board). (5)

MORDOR -- ~~Tha, Mor~~, CaD, ~~Crk~~, Isg, Rau, Hen, Umb, Hrd, Bar, MiM, Udu, Ang, WeR (may build one SA; only 10 offensive units on board). (11)

RHO -- Edg, Mir, NWi, DoG (stands pat). (4)

ROH -- Cel, Edo, Fan, WEm (stands pat; only 3 offensive units on board, but no open home supply centers in which to build). (4)

NEUTRAL -- ~~Tha~~, Lor, ~~Wem~~, Kha. (2)

Propaganda --

Hobbiton -- Lotho Sackville-Baggins, of Smallholders for a Democratic Shire, was thrown into the Water after he tried to distribute The Thoughts of Chairman Sauron.

Deadline for HRIVE'02 retreat (MOR: SA Balrog Tha) and COIRE'02 builds -- Noon, Tues., Feb. 24.

FOH (Mordor-Versus-the-World IV, #2) -- KING OF GONDOR REPORTED READY TO ABDICATE RATHER THAN STAND UP TO THE DARK LORD!

The Players -- Jim Boskey (GONDOR) has requested that he be replaced. As we have no Stand-By Replacement Player on the roster for FOH, anyone (not already in the game) who lets us know he is interested NLT Feb. 24 may have GONDOR. Jim, please send in moves for GONDOR until a replacement is found.

TUILLE, 3002 moves --

ARNOR (L.Clark) -- DA Elrond Ang-CaD; SA Hyarmendunedain GrH-Hrl; SA Rhundunedain Bra (H); SA Cirdan ThS-Lun; SA Breelanders Iml-Ere; DU Halflings Amo (S) SA Rhundunedain Bra.

GONDOR (Boskey) -- DA Aragorn-Poros; SA Boromir Ano-Ith (D (Lam, MiT, o.b.)); SA 1st Anti-Orc Leb-Ano; SA Prince Imrahil DoA-Leb; DU Forlong SoG (H) (D (MiT, Tol, o.b.)).

MORDOR (Libby) -- TA Witch King Hen-Ano; SA Nazgul Kha-Ith (attempt at multi-province flight reduces NA to SA just as if move were successful); SA 1st Orc Army Por (S) TA Witch King Hen-Ano (SA Por D (Hrr, o.b.)); SA 2nd Orc Army Isn-SoI; SA 3rd Orc Army Udu-Dea; SA 4th Orc Army Bar-SoR; SA 1st Goblin Army NWi-Mir (SA 1st Orc Army D (Wil, NoR, o.b.)); SA 2nd Goblin Army DoG (S) SA 1st Orc Army NWi-Mir; SA 1st Southron Army Umb-SoG; SA 2nd Southron Army Hrd (S) SA 1st Southron Army Umb-SoG; SA 1st Barrow-Wight Army CaD-Gun; SA Black Numenorian Army MiM-Hen; SA 1st Cave-Troll Army Ere (H); DU Shagrat NoN-Sha; DU Gorbag NuW (H).

RHOVANION (Pulsipher) -- SA Dwarves of Erebor Esg-NWi; SA Gimli Crk (H); DA Gandalf Gla-DoG; SA Legolas WeR (S) SA Dwarves Esg-NWi; DU Elves of Mirkwood Mir (S) SA Dwarves Esg-NWi.

ROHAN (Dean) -- SA Theoden Cal-DoA; Knights of Riddermark Rau-Bro; SA Eowyn Fan-Cel; SA Eomer WEm-Fan; DA Fangorn Tha-Bra; DU Dunhere Esf (H).

Propaganda --

Mordor -- During his weekly audience in the Dark Tower, Sauron announced that the Nazgul Unit has been redesignated the 1st Airmobile Division. He also proclaimed an Unholy War against Gondor, which he termed the "Nameless No-No of the South". Following the audience, guests were entertained when several hundred captured Gondorians were pushed into Shelob's Lair.

FOH (Continued) --

NSG -- "Found in Chinese Fortune Cookie -- 'Sauron Sets His Coiffures with Buffalo Grease'."

GM Note -- A couple of persons have complained that using the names makes the game very confusing. What do the rest of you think? Should we continue to use the names along with the unit-size and beginning and ending provinces, as above (vote "aye" if this is your choice), or should we do away with the names and simply record the moves as in other Diplomacy games (vote "nay" if this is your choice)? (If we don't hear from you we will assume you don't care either way.)

Deadline for LAIRE, 3002 retreats (GON: SA Boromir Ano, DU Forlong SoG; MOR: SA 1st Orc Army Por, SA 1st Goblin Army NWI) and QUELLE, 3002 moves -- Noon, Tues., Feb. 24.

C H A O S

Issue Number 9 ---- Postal Diplomacy Game SBB - - - - - Hellzapoppin!

SBB (Hyperspace II) -- SHORTAGES OF TRAINING FACILITIES HAMPER FORMATION OF NEW MILITARY UNITS IN A-H, GER, ITA, AND RUS!

WINTER, 1908 builds/removals -- A-H (Prosnitz): (B) A Vie; (B) A Bud; ENG (Tretick): (E) A Sil; (E) A Gas; (E) F Nwg; ITA (Schelz): (B) A Nap; RUS (St.Cyr): (B) A Mos; (B) A StP.

Positions at end of W'08 -- A-H: A's Gal, Sev, Rum, Ser, Bud, Vie, Tyo, Ven, Par, Lon, Yor, Edi; F Tri (13 -- 1 short next yr.); ENG: A Bur (1); FRA (Gemignani): A Bre (1); GER (Reiter): None (1 short next yr.); ITA: A Nap; F's Mar, Rom, Mid (4 -- 1 short next yr.); RUS: A's Ukr, War, Mos, StP, Nwy, Ber, Mun; F Den (8 -- 4 short next yr.).

Linkages in effect at end of W'08 -- Nwg(2)-WMe(12); Edi(20)-Mun(39); Lon(24)-Den(44); Cly(21)-Bre(34); Lvp(22)-Spa(29); Lvp(22)-Bre(34); Lvp(22)-Tyo(69); Lon(24)-Ank(57); Lon(24)-Gre(60); Tun(26)-Por(28); Tun(26)-Mar(30); Spa(29)-Mun(39); Mar(30)-Ven(71); Mar(30)-Rom(73); Bre(34)-Kie(43); Hol(37)-Kie(43); Ruh(38)-Fin(47); Mun(39)-Tri(66); Ber(42)-Sev(53); Nwy(46)-Mos(49); StP(48)-Mos(49); StP(48)-War(51); Mos(49)-War(51); Sev(53)-Gre(60); Con(58)-Ser(62); Bul(59)-Gal(64); Bul(59)-Tri(66); Gre(60)-Nap(74); Ser(62)-Rum(63); Bud(65)-Rom(73).

Separations in effect at end of W'08 -- Ska(6)/Swe(45); NtS(7)/Nwy(46); Tyn(14)/Tun(26); Tyn(14)/Nap(74); Aeg(18)/Bul(59); Bla(19)/Sev(53); Bla(19)/Ank(57); Bla(19)/Bul(59); Edi(20)/Cly(21); Lvp(22)/Yor(23); Por(29)/Spa(29); Spa(29)/Gas(31); Mar(30)/Bur(32); Par(33)/Bre(34); Bre(34)/Pic(35); Bel(36)/Hol(37); Ruh(38)/Mun(39); Den(44)/Swe(45); Swe(45)/Nwy(46); Fin(47)/StP(48); StP(48)/Lvn(50); Mos(49)/Lvn(50); War(51)/Ukr(52); Bul(59)/Gre(60); Bul(59)/Ser(62); Rum(63)/Bud(65); Bud(65)/Tri(66); Pie(70)/Ven(71).

Propaganda (asterisk indicates prop. held over from HPBA #11) --

*Paris -- Rome: If you're sad, blame it on Buddy, and do something about it.

*Paris -- London: How come when you lose in one game, you always mess up other games with your vendetta? Did you tell the other players how you always win games for me? This must be another one of those games.

Paris -- Buddy, you're a real pal. Thanks lots. I'll use your moves next time.

*Vienna -- Moscow: Don't be alarmed by my order to Sevastopol. It's just a precaution, in case you ordered Sevastopol to Greece. My intentions are peaceful.

GM -- Italy: George, we seem to have misplaced your orders after recording your build on the map. If you sent propaganda, we apologize for not being able to use it.

Deadline for SPRING, 1909 moves -- Noon, Tues., Feb. 24.

A S T R A

Issue Number 11 ---- Postal Diplomacy Game SCC - - - - - War in Space and Time....

SCC (The Foundation Game) -- UNION FLEETS POUR INTO THE TRANTORIAN MODULE AS THE MULE PREPARES HIS KNOCKOUT PUNCH!

HPBA-12/8

SCC (Continued) --

FOUNDATION Game

SPRING, 8008 moves -- (Numbers used instead of sector names to save space) --

EMPIRE COLONIES (St.Cyr) -- F3-1; F14 (S) 3F19; F16 (S) 3F19; F17 (S) 3F19; 3F19 (S) 2F21-25; 2F21-25; 2F21 (S) 2F21-25.

FIRST EMPIRE (Ver Ploeg) -- F11-10; F11 (H); F4-2; 2F13-8; F13 (H); 2F15-12; F15-13; F15 (H); (L) 2-23; (L) 12-23.

UNION OF WORLDS (Brooks) -- 4F29-23; F29 (S) F29-23; 4F31-25; F31 (S) F31-25; 2F28 (S) F29-23; F32-24; 2F23 (S) F29-23; F24 (S) F32-24; F34-28; F53 (S) AIT F52-3 (via hs); F8 (S) AIT F52-3 (F8 D (9, 18, o.b.)); F25 (S) F31-25; (L) 53-21; (L) 29-21.

ASSOCIATION OF INDEPENDENT TRADERS (Gemignani) -- 5F30 (S) UOW F31-25; 3F27 (S) UOW F29-23; F33-27; F48-42; F52-3 (via hs); F58-3 (via hs); F45-51; F59-60; F42-44; 2F55 (H); F52 (H); F58 (H).

FIRST FOUNDATION (Schelz) -- F7 (H).

Error in HPBA-11 -- Under "Hyperspace Links in effect", change "54-3" to "52-3".

GM Note -- Yes, support may be given through hyperspace (one unit max. through a single link).

Deadline for SUM'08 retreat (UOW: F8) and F'08 moves -- Noon, Tues., Feb. 24.

Tri-weekly publication will resume with issue #13; it was necessary this time to have four weeks between deadlines in order to phase our three gameszines back in properly. Thanks for your patience. #### Subscriptions to HYDROPHOBLA are 15¢ per copy, 10 issues for \$1.25 (to Games Bureau Regular members, 12¢ each or 10 for \$1.10). The magazine is free to persons playing in games within. #### Address Code: P, Player in game or games within (check page 1; circled game-designations are ones you are playing in); S, Sample; T, Trade; W, Subscriber (number indicates last issue on subscription); X, Last issue you will receive, unless you sub, trade, or join a game.

-- DLM

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